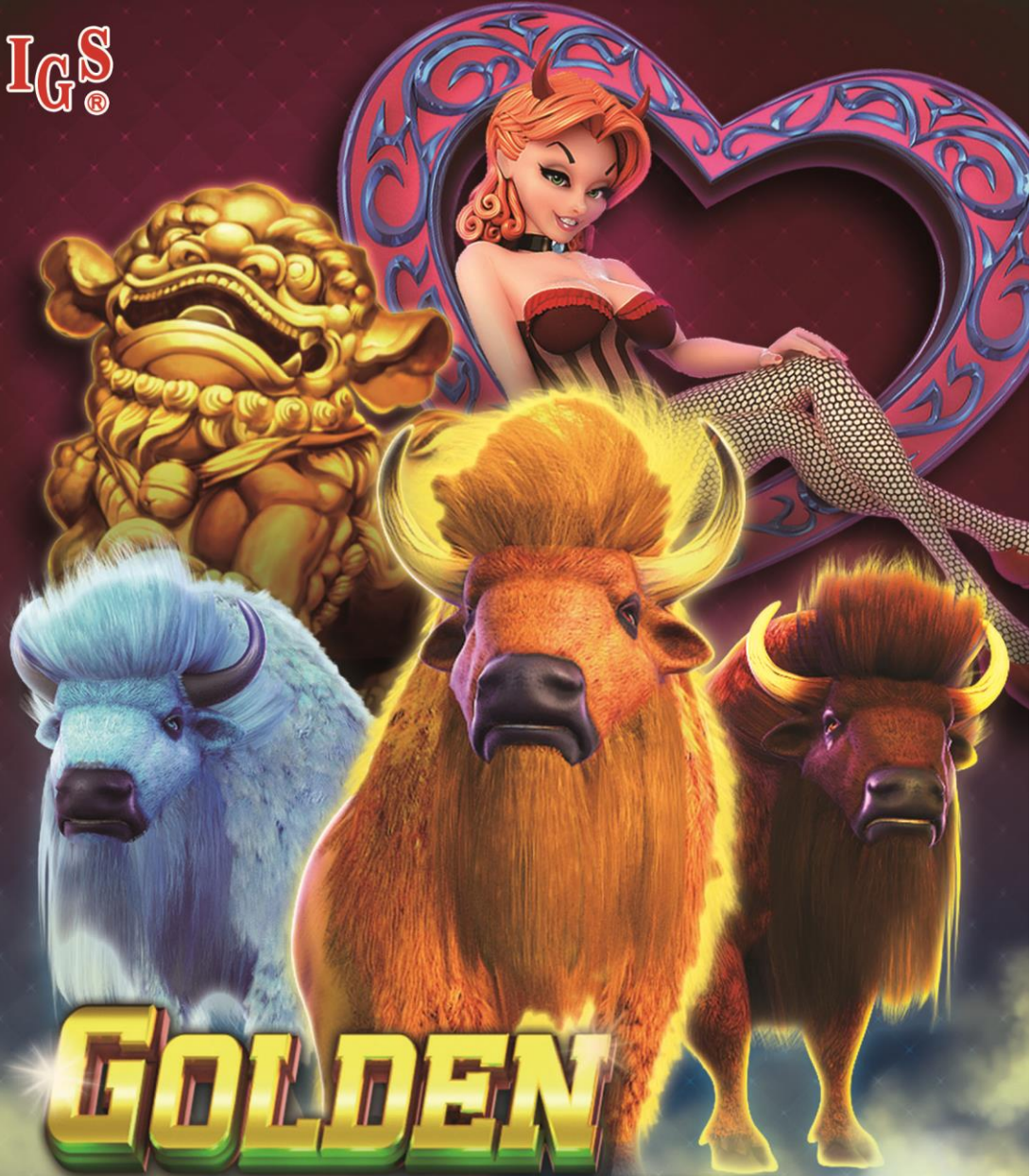


IGS®



GOLDEN MASTER

Operator Manual

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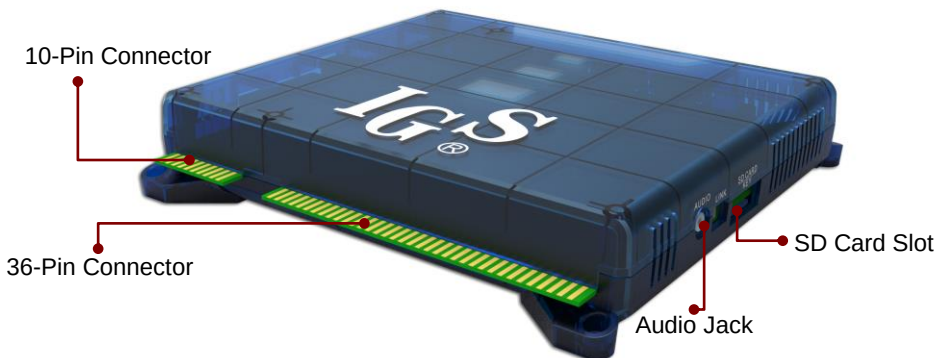
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1. Hardware

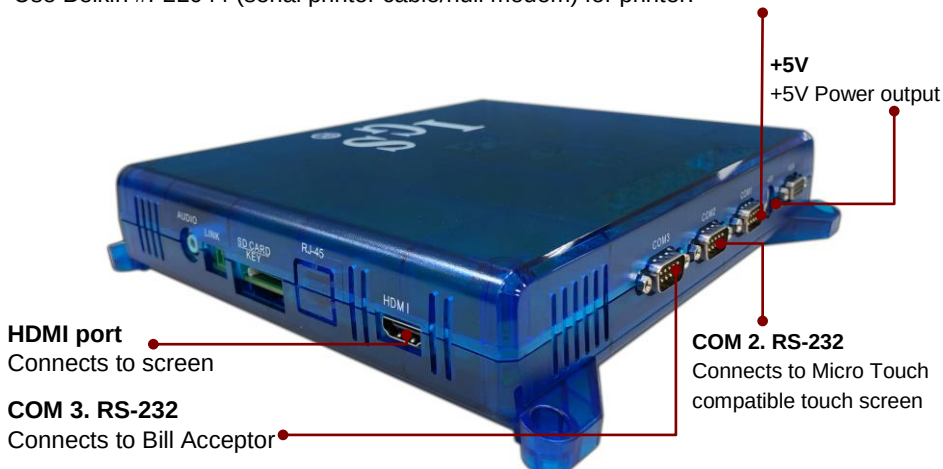
Hardware Connection



COM 1. RS-232

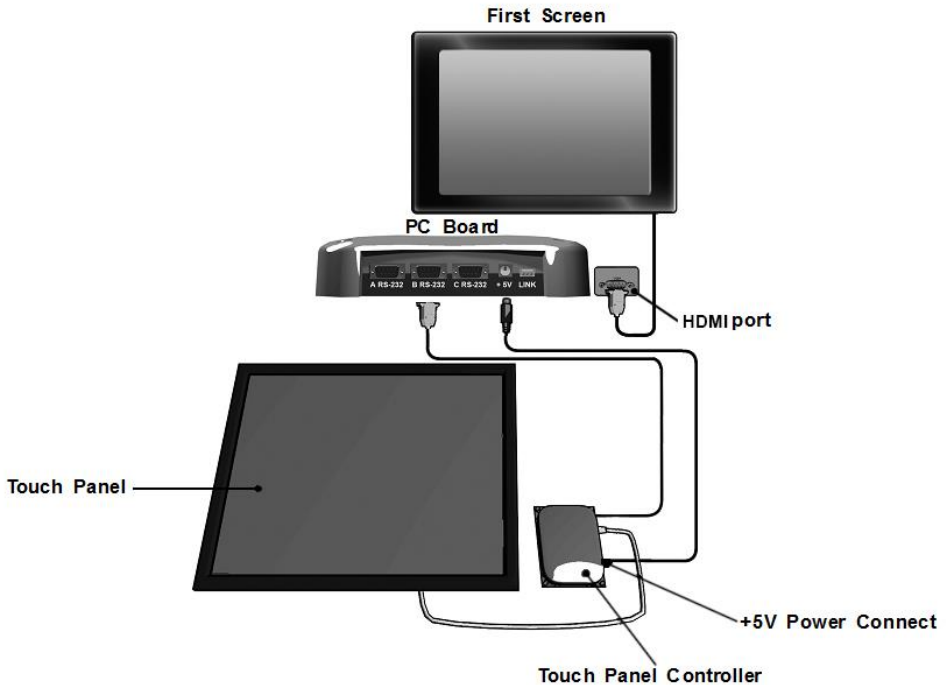
Connects to printer/ticket dispenser.

* Use Belkin #F2L044 (serial printer cable/null modem) for printer.



Connecting Touch Panel

- Refer to the diagram below to connect the touch screen.
- Golden Master supports only touch screen interface. Please make sure that the touch screen is well-connected before operating
- The resolution of this game is Full HD. Please confirm that a monitor supports Full HD resolution.
- The interface of a monitor can only use HDMI connector.



Connection Diagram

36 Pins (6 Buttons)			10 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE	PARTS SIDE		SOLDER SIDE
	1		GND	1	GND
SPEAKER_R	2		GND	2	GND
SPEAKER_L	3	GND	+5V	3	+5V
	4		+5V	4	+5V
	5		+12V	5	+12V
	6		HOP-VCC	6	
TICKET OUT	7		TICKET SSR	7	
TICKET SWITCH	8			8	
START / ALL STOP	9		GND	9	GND
SMALL	10	START / ALL STOP	GND	10	GND
PLAY	11				
TAKE	12				
DOUBLE	13				
	14				
	15				
BIG	16				
	17				
COIN A	18	KEY IN			
	19	COIN C			
RECORD	20	TEST			
	21	KEY OUT/PRINTER OUT			
	22				
COIN A METER	23				
KEY IN METER	24				
	25				
COIN C METER	26				
OUT METER	27				
	28				
LAMP: START/ALL STOP	29				
LAMP: SMALL	30				
LAMP:PLAY	31	LAMP: COUNT			
LAMP: TAKE	32				
LAMP: DOUBLE	33				
LAMP: BIG	34				
	35				
GND	36	GND			

DIP Switch Settings

DIP SWITCH 2		1	2	3	4	5	6	7	8
BILL ACCEPTOR MODE	PLUSE		OFF						
	RS232		ON						

36 & 10 PIN Button Layout

2 Buttons



Solving Ticket SSR Error

After powering on the machine, if the ticket dispenser keeps working and can't be stopped, it could be that the Ticket SSR's jump setting is incorrect.

How to solve:

- 1. Locate the Ticket SSR jump (JP5) on the PC board. Then identify current **TICKET SSR** is at **HIGH ACTIVE** or **LOW ACTIVE**.



- 2. Change to use the alternative JP5 setting.

JP5	Low Active	3 2 1 • • • └─┘	Short pins 1-2
	High Active (Default)	3 2 1 • • • └─┘ •	Short pins 2-3

Reset

1. Power off the machine and then power on.
2. Press and hold the **【TEST】** button until the game enters the **CHECKING SYSTEM** page.
3. Enter the 「TEST」 page.



4. Press the **【PLAY】** button to enter the 「TEST 2」 PAGE (PAGE 2).



5. Press the **【STOP3】** button to enter the 「**RESET**」 page.



6. Press the **【PLAY】** button to **RESET** the game to default value.



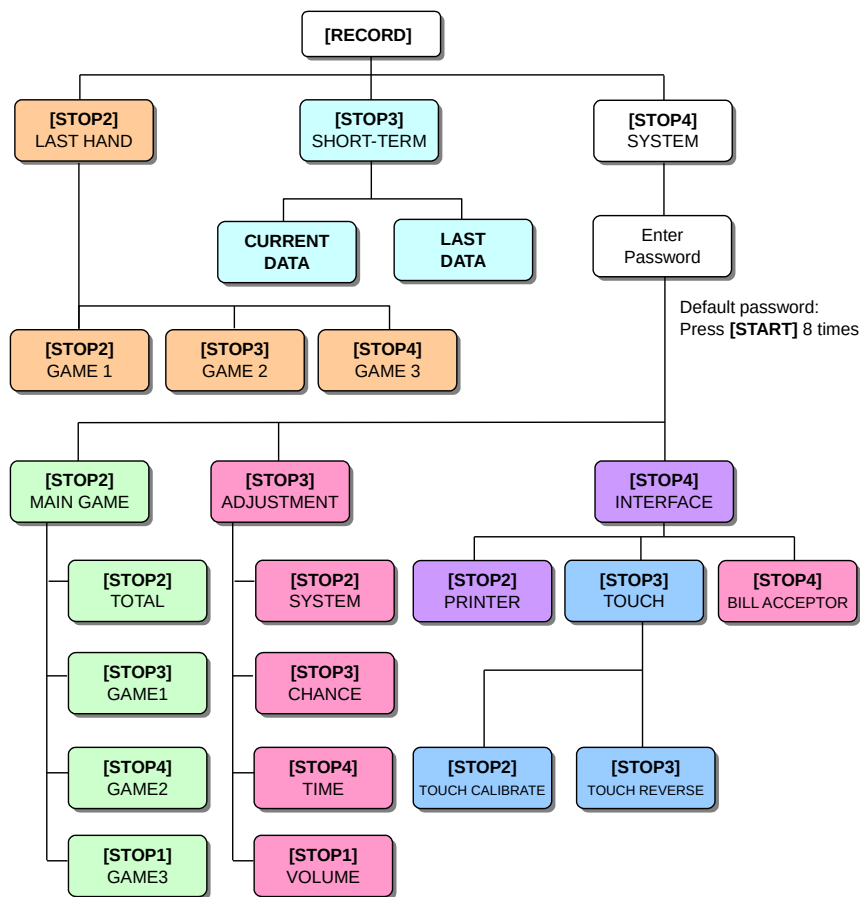
7. Press the **【PLAY】** button again to confirm **RESET** or press **ANY** button to EXIT.



8. After **RESET** is completed, it displays **SYSTEM RESET COMPLETED** on the screen.
9. Power off the machine and then power on to complete the Reset procedure.

2. Bookkeeping & Adjustment

Access Flow Chart



System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. PLAY(TOTAL)	200, 250, 300, 400, 500	500
MIN. PLAY(TOTAL)	25, 50, 100, 150, 200	25
MIN. PLAY FOR JACKPOT	25, 50, 100, 150, 200	100
JACKPOT MIN	50000,80000,120000, 160000, 200000, 240000, 300000	120000
JACKPOT MAX	80000,120000,160000,200000, 240000, 300000, 500000	500000
COIN RATE	1,4,5,10,15,20,25,50,75,100,200,375,500,1000	100
KEY IN RATE		100
KEY OUT RATE		100
TICKET RATE		500
INTERFACE	DISPENSER , PRINTER ,ATTENDANT	PRINTER
PRINTER COMMAND	PYRAMID_PHX POG(CBM1) CITIZEN_IDP3551(CBM1) CUSTOM_TG558(ESC/POS2) CUSTOM_TG1260II(ESC/POS2) ITHACA_EPIC950 OTHER(CBM1) OTHER(ESC/POS) OTHER(ESC/POS2) OTHER(STAR)	PYRAMID_PHX POG(CBM1)
SYSTEM LIMIT	NO, YES	NO
PASSWORD	NO, YES	NO
SCORE BOX	NO, YES	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
DISPLAY	DOLLAR, CREDIT	DOLLAR
PENNY FEATURE	NO, YES	NO
TIME OUT	NO, 15, 20, 30, 60	NO
PRIZE VIEWER	NO, YES	NO

ACTION REQUIRED	NO, YES	NO
COLLECT CONFIRMATION	NO, YES	NO

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	W,HARD, MIDDLE, EASY	MIDDLE

Touch Screen Calibration



1. If a touch screen is connected, press **[RECORD]>[SYSTEM]>[INTERFACE]>[TOUCH]** and follow the on-screen prompts to enter the calibration screen.
2. Touch center of the cross on the screen for 3 seconds.
3. Follow the cross when it moves till the calibration is completed.

3. Introduction

Common Features

- Single Line.
- Free Game/ Bonus Game /Feature.
- Configurable Jackpot.
- Touch screen / Auto play support.

Lobby

Golden Master is a 3 in 1 Nudge multigame.



Game Menu

Payout Button

Credit

GOLDEN MASTER

4. (Game 1) Golden Buffalo Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.

-  can substitute for all symbols except  ,  ,  ,  ,  .

Feature Game



- There's a chance for every reel to reveal its own unique buffalo coin

(First reel  , second reel  , third reel ).

When moving the coin symbol to the payline, will trigger the Feature Game.

- The reel with the coin appeared on it will grow into 1x6 and will award **3 Respin times**.

- Only appear    symbols during Feature Game.

- The coin symbols will be locked on the reel once appear and Respin times will be **reset to 3 times**.

GOLDEN MASTER

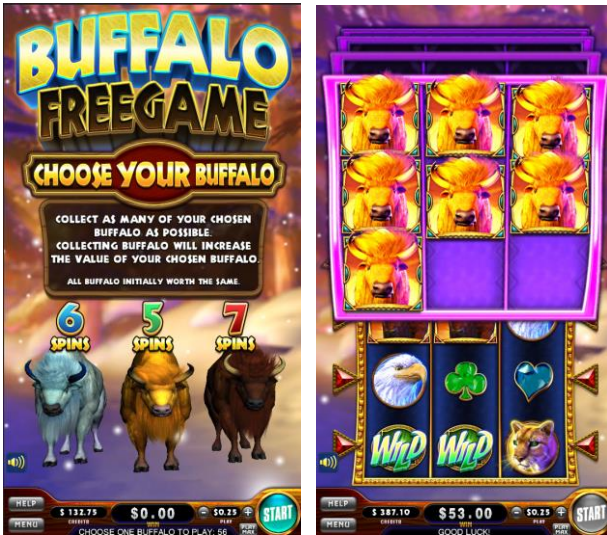
- If during Feature Game, a reel reveals a coin that isn't belong to the current reel, the coin will move to the correspondent reel and the reel will grow into 1x6.
- The Feature Game ends when all reels are filled with coins or the Respin times reach to 0.

Bonus Game



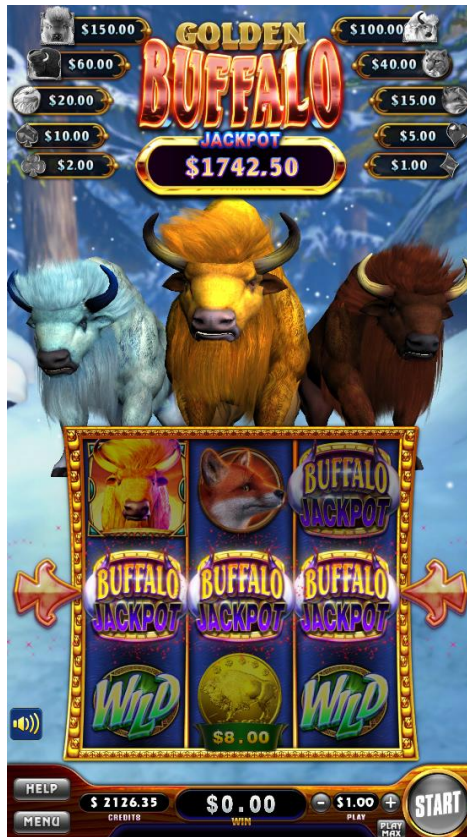
- When 3  align on the pay line will trigger **BONUS GAME**.
- BONUS GAME contains a GRAND WHEEL. Players can win prizes or enter **FREE GAME** by spinning the wheel.
- Players can also enter the next level if the wheel stops at “**NEXT**”.
- In the next level of the wheel, the player can win a higher prize.

Free Game



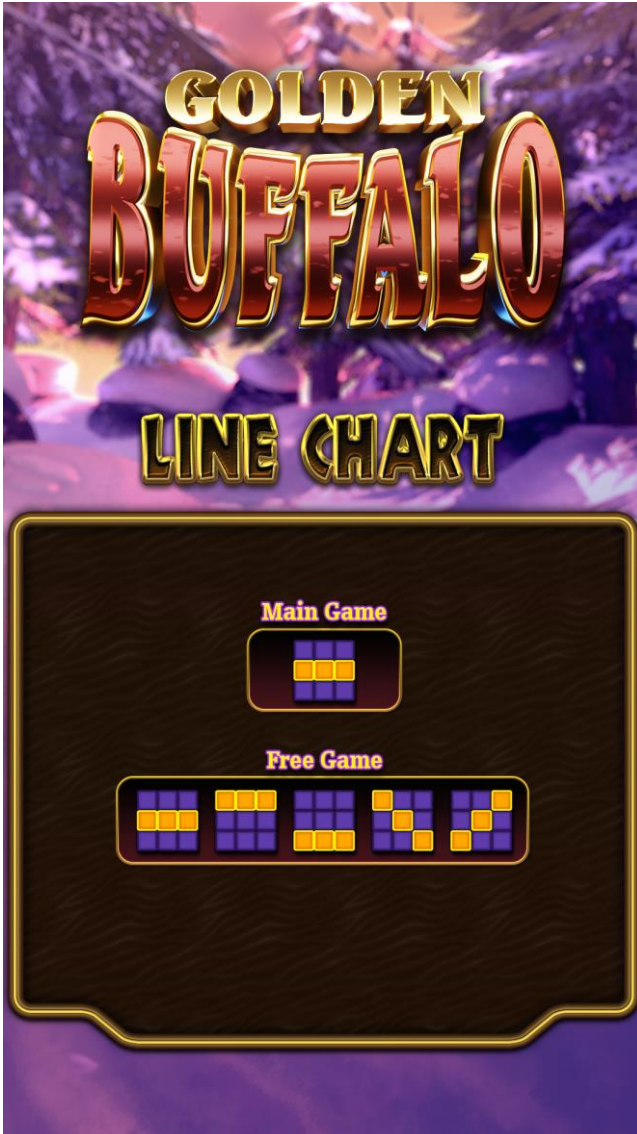
- When entering **FREE GAME**, the player will choose one of three buffalos. Different buffalo has a different spin times and odds.
- During the **FREE GAME**, the reels will be divided into **two zones**: the zone below will be the spinning reels and the above one will be the collecting zone.
- If the Buffalo chosen by the player appears during **FREE GAME**, will be collected to the same spot on the above zone.
- When **FREE GAME** ends, will collect all the buffalos collected above and win an extra **BUFFALO BONUS**.

Jackpot



- 3 JP Symbols meets the **PAY LINE** will win JP Prize.

Line Chart



5. (Game 2) Fire 7's

Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.
- If the symbol matches the winning combination on the pay line after doing **NUDGE**, the player will then decide to take the winnings or keep accumulating the symbol's odds.
- While accumulating the symbol's odds to the top, will trigger the Grand Wheel to win an extra prize; at the same time, the player has a chance to win Jackpot.
- The player is able to **TAKE** the accumulated prize after every play.

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All Up Feature



- The player can **RAISE** or **LOWER** the symbol on the pay line.
- While align the symbol on the pay line, the **ODDS** for all 3

SYMBOLS  ,  ,  will go up 1 level.

Devil Symbol



- The symbol no need to match on the pay line.
- While appearing during the game, the **Odds** for all 3 Symbols



, , will drop down 2 levels. If the **Odds** are only accumulated 2 or 1 level, then they will be returned to 0.

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Wild Feature

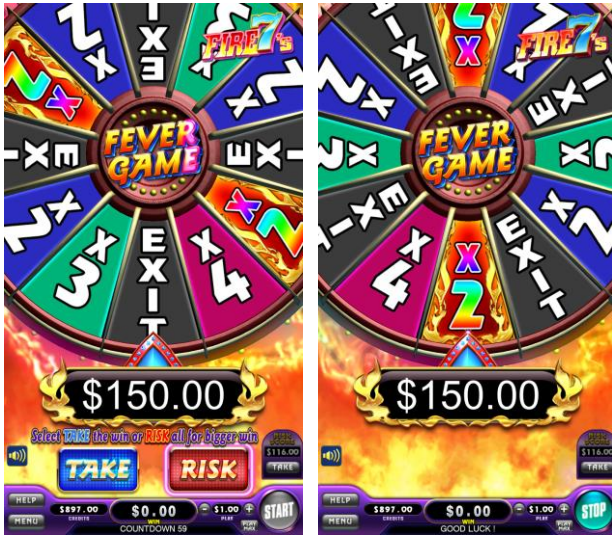


- The symbol contains a **LEVEL UP** function.



- If the symbols are aligned with , its **Symbol Odds** will go up 2 levels.

Grand Wheel Bonus



- When one symbol accumulated up to the top, will trigger the Grand Wheel Bonus Game.
- At this point, the players can choose to take the amount of prize on the top level or to risk playing with it in the Grand Wheel to multiply the prize.
- The Grand Wheel contains different “multipliers” and “Exit”.
- If the Wheel stops at a “Multiplier”, the prize which the player took risk to play will then be multiplied by that number. And player will be able to choose keep playing the Grand Wheel or take the multiplied prize.
- If the Wheel stops at “Exit”, the Risk amount will halve and the Grand Wheel Feature will end. After leaving the Grand Wheel Bonus, the player's originally accumulated prize levels will still remain the same.

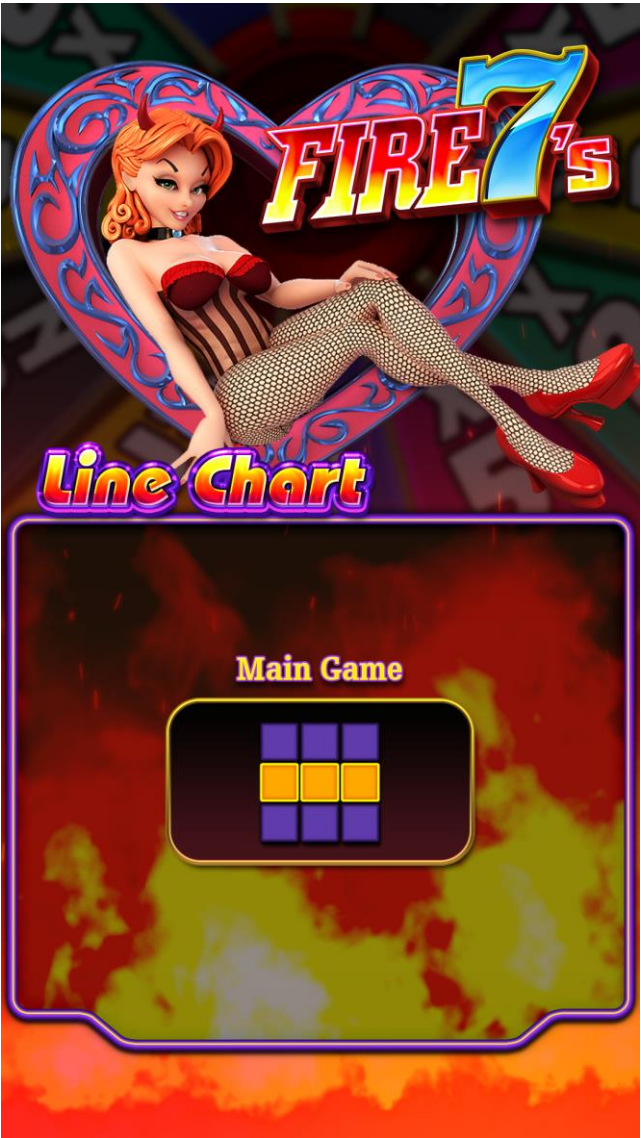
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Jackpot



- 3 JP Symbols  meets the **PAY LINE** will win JP Prize.

Line Chart



GOLDEN MASTER

6. (Game 3) Golden Fortune Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.



can substitute for all symbols except



Respin Feature



- If only appear 2  , will have a chance to activate **RESPIN FEATURE** with 1-3 respin times awarded randomly.

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Wild Feature



- There's a chance to trigger the GOLDEN LION WILD FEATURE while playing.
- The GOLDEN LION will convert all symbols on 1st or 3rd reel into WILD.

Choose A Game



- When 3 align on the pay line, will activate BONUS GAME.
- Players can choose either **FREE GAME** or **STEP BY STEP**.

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Free Game



- **FREE GAME** will award 7 free spins and will convert the reels into 5X3 with total 5 pay lines.



- When entering Free Game, value is the sum of all value.



- During Free Game, when appear 1 will award the value on it and accumulate the required amount for doubling up the value.



- When reached the required amount, the value on the up. will double



- When value double twice, the double up feature reaches its limit and will not double any more.
- The FREE GAME ends when there are no spin times left.

GOLDEN MASTER

Step By Step



- **STEP BY STEP** will award 5 spin times and will convert the reels into 5X3.
- There are only 3 symbols that will appear in **STEP BY STEP**:



- The  ,  will be locked on the reels once appear.

■ The value of  will be the sum of total .

■ The value of  is the total sum of all ,  and .

■ If the entire reels are full of , , , all SCATTER SYMBOLS value will double.

■ The BONUS GAME ends when no spin times are left or the entire reels are full of , , .

GOLDEN MASTER

Jackpot



- 3 JP Symbols meets the **PAY LINE** will win JP Prize.

Line Chart





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